

# INTERFERENCE SEARCH

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	0	(prevention interception key insertion generation parameters).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:25
L2	0	(prevention interception key insertion generation).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:25
L3	0	(prevention interception insertion generation).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:25
L7	0	(indication data prevent actual determine random list foreground).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:27
L8	0	(apparatus queuing data actual output incoming insertion timing controlling random parameters).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:28
L11	0	(software application determine random insertion data indication prevention).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:29
L12	0	(processing units executable instructions key based insertion prevents interception).clm.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	AND	ON	2007/05/10 17:29

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	478	(713/194).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/10 17:39
L2	300	(726/30).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/10 17:39
L3	1227	(726/26).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/10 17:40
L4	2327	713/193	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 17:41
L5	1693	713/189	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 17:41
L6	5138	L1 L2 L3 L4 L5	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 17:41
L7	685	L6 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 17:50
L8	656	(726/27).CCLS.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2007/05/10 17:50
L10	81	L8 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:04

## EAST Search History

L11	25	prevent\$3 same intercept\$3 same keystroke	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:04
L12	7	L11 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:08
L14	350	insert\$3 same compar\$3 same stored same filter\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:08
L15	91	L14 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:10
L17	3478	FIFO and filter and queue and compar\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:09
L18	1122	L17 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:14
L19	1	(serge jean maurice)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	WITH	ON	2007/05/10 18:12
L21	7	mix\$3 data random\$3 interception	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	SAME	ON	2007/05/10 18:13
L22	2	L21 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:16

## EAST Search History

L23	15	tim\$3 incom\$3 data random output queue\$3 control\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	SAME	ON	2007/05/10 18:16
L24	4	L23 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:24
L25	325	filter\$3 same keystroke	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:24
L26	86	L25 and @ad<"19990630"	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/10 18:24


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Terms used

keystroke and filter\$3 and FIFO and intercept\$3 and random\$3 and prevent\$3

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 Relevance scale      
**1** Graphic formalisms should integrate communication, control, and data flow

George W. Cherry

 April 1992 **ACM SIGSOFT Software Engineering Notes**, Volume 17 Issue 2

**Publisher:** ACM Press

 Full text available: [pdf\(486.40 KB\)](#) Additional Information: [full citation](#), [index terms](#)

**2** Causal controversy at Le Mont St.-Michel

Robbert van Renesse

 April 1993 **ACM SIGOPS Operating Systems Review**, Volume 27 Issue 2

**Publisher:** ACM Press

 Full text available: [pdf\(1.29 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)


As usual, the SIGOPS workshop provided a great platform for interesting discussion. Among other things, a controversy arose around the usefulness of causal ordering in a distributed system. In this paper, I explain causality in non-technical terms, and enumerate some of the most prevalent misconceptions that surrounded causality. Next I present some important examples where causal delivery is a necessary and sufficient ordering of events.

**3** Learning automata-based receiver conflict avoidance algorithms for WDM broadcast-and-select star networks


Georgios I. Papadimitriou, Dimitris G. Maritsas

 June 1996 **IEEE/ACM Transactions on Networking (TON)**, Volume 4 Issue 3

**Publisher:** IEEE Press

 Full text available: [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** WDM broadcast-and-select star network, learning automation, receiver conflict avoidance algorithm, wavelength-division multiplexing

**4** Improving interactive performance using TIPME


Yasuhiro Endo, Margo Seltzer

June 2000

 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 2000 ACM SIGMETRICS international conference on Measurement and modeling of computer systems SIGMETRICS '00**, Volume 28 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(1.05 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

On the vast majority of today's computers, the dominant form of computation is GUI-based user interaction. In such an environment, the user's perception is the final arbiter of performance. Human-factors research shows that a user's perception of performance is affected by unexpectedly long delays. However, most performance-tuning techniques currently rely on throughput-sensitive benchmarks. While these techniques improve the average performance of the system, they do littl ...

**Keywords:** interactive performance, monitoring

**5 Security: The shunt: an FPGA-based accelerator for network intrusion prevention** 

 Nicholas Weaver, Vern Paxson, Jose M. Gonzalez

February 2007 **Proceedings of the 2007 ACM/SIGDA 15th international symposium on Field programmable gate arrays FPGA '07**

**Publisher:** ACM Press

Full text available:  [pdf\(240.27 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The sophistication and complexity of analysis performed by today's network intrusion prevention systems (IPSSs) benefits greatly from implementation using general-purpose CPUs. Yet the performance of such CPUs increasingly lags behind that necessary to process today's high-rate traffic streams. A key observation, however, is that much of the traffic comprising a high-volume stream can, after some initial analysis, be qualified as "likely uninteresting." To this end, we have developed an in-line, ...

**Keywords:** FPGA, NIC, hardware acceleration, intrusion detection

**6 Temporal sequence learning and data reduction for anomaly detection** 

 Terran Lane, Carla E. Brodley

August 1999 **ACM Transactions on Information and System Security (TISSEC)**, Volume 2 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(628.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The anomaly-detection problem can be formulated as one of learning to characterize the behaviors of an individual, system, or network in terms of temporal sequences of discrete data. We present an approach on the basis of instance-based learning (IBL) techniques. To cast the anomaly-detection task in an IBL framework, we employ an approach that transforms temporal sequences of discrete, unordered observations into a metric space via a similarity measure that encodes intra-attribute dependence ...

**Keywords:** anomaly detection, clustering, data reduction, empirical evaluation, instance based learning, machine learning, user profiling

**7 Process prioritization using output production: Scheduling for multimedia** 

 Yoav Etsion, Dan Tsafrir, Dror G. Feitelson

November 2006 **ACM Transactions on Multimedia Computing, Communications, and Applications (TOMCCAP)**, Volume 2 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(618.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Desktop operating systems such as Windows and Linux base scheduling decisions on CPU consumption; processes that consume fewer CPU cycles are prioritized, assuming that interactive processes gain from this since they spend most of their time waiting for user input. However, this doesn't work for modern multimedia applications which require significant CPU resources. We therefore suggest a new metric to identify interactive processes by explicitly measuring interactions with the user, and we use ...

**Keywords:** Multimedia, resource management

8 [S-connect: from networks of workstations to supercomputer performance](#) 

 Andreas G. Nowatzky, Michael C. Browne, Edmund J. Kelly, Michael Parkin  
May 1995 **ACM SIGARCH Computer Architecture News, Proceedings of the 22nd annual international symposium on Computer architecture ISCA '95**, Volume 23 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(1.38 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

S-Connect is a new high speed, scalable interconnect system that has been developed to support networks of workstations to efficiently share computing resources. It uses off-the-shelf CMOS technology to directly drive fiber-optic systems at speeds greater than 1 Gbit/sec and can realize bisection bandwidths comparable to high-end MPP systems while being >10x more cost-effective. S-Connect systems do not rely on centralized switches, but rather are composed of adaptive, topology independent ...

9 [The EAS-E application development system: principles and language summary](#) 

 Harry M. Markowitz, Ashok Malhotra, Donald P. Pazel  
August 1984 **Communications of the ACM**, Volume 27 Issue 8

**Publisher:** ACM Press

Full text available: [pdf\(1.37 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

EAS-E is based on the entity-attribute-set view of system description—a useful formalism for system modeling and planning even when programming is done in languages other than EAS-E.

**Keywords:** entity-attribute-set world view, entity-relation world view, hierarchical model, network model, relational model

10 [Strategies for integrating messaging and distributed object transactions](#) 

Stefan Tai, Isabelle Rouvellou  
April 2000 **IFIP/ACM International Conference on Distributed systems platforms Middleware '00**

**Publisher:** Springer-Verlag New York, Inc.

Full text available: [pdf\(460.54 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Messaging, and distributed transactions, describe two important models for building enterprise software systems. Distributed object middleware aims to support both models by providing messaging and transaction services. But while the concept of distributed object transactions is well-understood, support for messaging in distributed object environments is still in its early stages, and not nearly as readily perceived. Integrating messaging into distributed object environments, and in particula ...

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